CONNECTICUT GAME CLUB

THE GAMER'S 'ZINE

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THE GAMER'S 'ZINE is published on the first and third Saturday of each month.
Publisher, Editor, Typing and DIPLOMACY (THE GAMEMASTER).....Earl E. Whiskeyman, Jr.
Typing and EN GARDE! (THE KING)...................Dave MacRae
SOURCE OF THE NILE (THE DIRECTOR)..Harrison S. Burke
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REMINDER: Players must submit DIPLOMACY moves to THE GAMEMASTER, 27 MARK STREET, MILFORD, CT., 06460. EN GARDE! moves must be submitted to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT., 06430. SOURCE OF THE NILE moves must be submitted to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

DIPLOMACY STANDARD ABBREVIATIONS:

BOT - Gulf of Bothnia	LPL - Liverpool	LYO - Gulf of Lyon	LVN - Livonia
NAF - North Africa	NAT - North Atlantic	NRG - Norwegian Sea	NTH - North Sea
NWY - Norway	TRL - Tyrolia	TYN - Tyrrhenian Sea	

All others use the first three letters of their province name.

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DIPLOMACY GAME 2 1917 SPRING MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED
RETREATS: N/A
RUSSIA: ELIMINATED, FALL 1905
TURKEY: ELIMINATED, FALL 1911
ITALY: F NRG S ENG A NWY, F SKA-SWE, F NTH-HEL, F ENG-NTH, F BRE-ENG, A PAR-BUR, A GAS S A PAR-BUR, A VEN-PIE, A ROM-VEN A BEL-RUH[1], A HOL-KIE[2], F CON S F ION-AEG, F ION-AEG, F TYN-ION, F NAP S F TYN-ION, F ADR S F TYN-ION
AUS/HU: A KIE S ENG F DEN[3], A ANK HOLDS, A SEV-ARM, A SER-BUL, A RUM S SER-BUL, F AEG-EAS, F GRE-AEG[4], F ALB-GRE[5], A VIE-TRI, A TRL S A VIE-TRI, A STP-NOR[6], A FIN S A STP-NOR, A MOS-STP[7], A MUN S A RUH, A RUH HOLDS
FRANCE: ELIMINATED, FALL 1916
GERMAN: ELIMINATED, FALL 1907
ENGLAN: *A NWY HOLDS, *F DEN HOLDS
NOTES: *=NO ORDERS SUBMITTED, DEFAULT ORDERS
1)Defeated one-to-two. Unit does not move.
2)Standoff one-to-one. Unit does not move.
3)Standoff one-to-one. Unit does not move, but support is cut.
4)Defeated one-to-two. Unit does not move.
5)Illegal order. Target province is not vacant. Unit does not move.
6)Standoff two-to-two. Unit does not move.
7)Illegal order. Target province is not vacant. Unit does not move.

MESSAGES! "Within 2 years the imperialist forces of the militant countries of Europe will be smote by the freedom loving Vatican legions who continue to believe only in peacefull coexistance."

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS):, V=OWNED, BUT VACANT; O=OWNED, BUT OCCUPIED BY ANOTHER NATION; *=OCCUPIED, BUT NOT YET OWNED(*,O - SPRING ONLY); #=UNIT DISLODGED, MUST RETREAT OR DISBAND; ?=OWNERSHIP DEPENDS ON RETREATS(FALL ONLY)
(FORD)RUSSIA(0/0): ELIMINATED, FALL 1905
(McCARROLL)TURKEY(0/0): ELIMINATED, FALL 1911
(CORNETT)ITALY(16/16): V MAR, V SPA, V ROM, V TUN, F NAP, V POR, V SMY, F NRG, F C[illegible] F ION, *F SWE, V BRE, V LPL, A VEN, V EDI, V LON, F ENG, F AEG, A GAS, A BEL, F NTH, [illegible] PAR, F ADR, A HOL, A PIE, A BUR, F HEL
(MacRAE)AUS/HU(15/15): A RUM, A BUL, V BUD, V VIE, A TRI, F ALB, V SER, F EAS, V SEV, A ANK, F GRE, A TRL, A MOS, V WAR, V BER, A MUN, A STP, A FIN, A KIE, A RUH, A ARM
(LEWIS)FRANCE(0/0): ELIMINATED, FALL 1916
(ELIAS)GERMAN(0/0): ELIMINATED, FALL 1907

(ZARTOLAS)ENGLAN(3/2): F DEN, O SWE, A NWY
FALL 1917 MOVES ARE DUE OCTOBER 15, 1983.

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DIPLOMACY GAME 3. 1909 FALL MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED.
RETREATS: N/A
RUSSIA: A MOS S A WAR, A UKR S A WAR, A WAR S A UKR, A KIE S A RUH-HOL, A RUH-HOL, F SKA-DEN, F NWY HOLDS
TURKEY: ELIMINATED, FALL 1903
ITALY: A SEV HOLDS, F BLA S A SEV, A PIE-MUN[1], F TUS-LYO, F TYN S F TUS-LYO, F TUN-NAF, F GAS-MID[2], F WES-SPA(SC)[3], F IRI-LPL[4], A TRL-MUN[5]
AUS/HU: *A MUN HOLDS, *A BOH HOLDS, *A SIL HOLDS, *A PRU HOLDS, *A GAL HOLDS, *A BUD HOLDS, *A RUM HOLDS
FRANCE: F LYO-MAR[6], A BUR-BEL, A SPA S F LYO-MAR[7], A POR S A SPA, A BRE HOLDS
GERMAN: ELIMINATED, FALL 1907
ENGLAN: F CLY-LPL[8], F NTH-HOL[9], F ENG S F NAT-MID, F NRG-NTH[10], F NAT-MID
NOTES: *=DEFAULT ORDERS, NO ORDERS SUBMITTED.
1)Standoff one-to-one. Unit does not move.
2)Defeated one-to-two. Unit does not move.
3)Defeated one-to-two. Unit does not move, but support is cut.
4)Standoff one-to-one. Unit does not move.
5)Standoff one-to-one. Unit does not move.
6)Destroyed one-to-two. Unit is destroyed because it has no valid retreat.
7)Standoff two-to-one. Unit does not move, but support is cut.
8)Standoff one-to-one. Unit does not move.
9)Defeated one-to-two. Unit does not move.
10)Illegal order. Target province not vacant. Unit does not move.
STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.
(GALLOGLY)RUSSIA(8/7): V SWE, V STP, A MOS, A WAR, F NWY, F DEN, A UKR, A KIE, A HOL
(McCARROLL)TURKEY(0/0): ELIMINATED, FALL 1903
(CUNNINGHAM)ITALY(9/10): V TUN, V ROM, V VEN, V NAP, V CON, V SMY, V GRE, V ANK, F WES, F IRI, F BLA, F TYN, A TRL, A SEV, A PIE, F GAS, F LYO, F NAF
(WHITNEY)AUS/HU(7/7): V VIE, V BUL, A BUD, A RUM, V TRI, A MUN, V SER, A GAL, A BOH, A SIL, A PRU
(BAHL)FRANCE(6/4): V MAR, V PAR, A SPA, A BEL, A POR, A BRE
(BERNARD)GERMAN(0/0): ELIMINATED, FALL 1907
(RICHARDS)ENGLAN(4/5): V EDI, V LON, F NRG, F CLY, V BER, V LPL, F ENG, F NTH, F MID
RUSSIA BUILDS ONE. ITALY AND ENGLAND MUST EACH DISBAND ONE. FRANCE BUILDS TWO, ONE FOR GAINING BREST AND ONE TO REPLACE THE DESTROYED FLEET.
WINTER 1909 BUILDS ARE DUE OCTOBER 15, 1983

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DIPLOMACY GAME 4. 1907 SPRING MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED.
RETREATS: N/A
RUSSIA: ELIMINATED, FALL 1904
TURKEY: F NAP S F ION-TYN, F ION-TYN[1], F GRE-ION[2], F SMY-AEG, F BLA S A SEV, A SEV S A RUM, A RUM S AUS A GAL, A BUL S A RUM
ITALY: A VEN S ENG A SPA-ROM, F TUN S ENG F TYN
AUS/HU: *A GAL HOLDS, *A BUD HOLDS, *A SER HOLDS
FRANCE: ELIMINATED, FALL 1904
GERMAN: A SIL-GAL[3], A WAR S A SIL-GAL, A UKR HOLDS, A MOS S A UKR, A MUN-BOH, A PIE-TRL, A MAR HOLDS, A BUR HOLDS, A TRI HOLDS, F SWE HOLDS

ENGLAN: F NWY HOLDS, F NTH HOLDS, F ENG-MID, F MID-SPA(SC), F WES C A SPA-ROM, F TYN C A SPA-ROM, A STP HOLDS, A BRE-PIC, A PAR HOLDS, A SPA-ROM
NOTES: *=NO ORDERS SUBMITTED, DEFAULT ORDERS
1)Standoff two-to-two. Unit does not move.
2)Illegal order. Target province not vacant. Unit does not move.
3)Standoff two-to-two. Unit does not move.
STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.
(BERKOWITZ)RUSSIA(0/0): ELIMINATED, FALL 1904
(KLEIMAN)TURKEY(8/8): V CON, V ANK, V SMY, F NAP, F BLA, F GRE, A BUL, A RUM, A SEV, F ION, F AEG
(GOODWIN)ITALY(3/2): A VEN, O ROM, F TUN
(WHITNEY)AUS/HU(3/3): A BUD, V VIE, A GAL, A SER
(DOYLE)FRANCE(0/0): ELIMINATED, FALL 1904
(CERETTA)GERMAN(10/10): V DEN, F SWE, V HOL, A MAR, V KIE, V BER, V MUN, A MOS, A WAR, A BUR, A UKR, A TRL, A SIL, A TRI, A BOH
(LEWIS)ENGLAN(10/10): F NWY, V BEL, V LON, V LPL, V EDI, F MID, A STP, A PAR, F SPA(SC), F NTH, V BRE, *A ROM, V POR, F WES, F TYN, A PIC
FALL 1907 MOVES ARE DUE OCTOBER 15, 1983.
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DIPLOMACY GAME 5., SPRING 1901 MOVES:
LAST ISSUES ERRORS: N/A
RETREATS: N/A
RUSSIA: F STP(SC)-BOT, A WAR-LVN, A MOS-UKR, F SEV-RUM
TURKEY: F ANK-CON, A CON-BUL, A SMY-AEG[1]
ITALY: A VEN-TRL, A ROM-VEN, F NAP-ION
AUS/HU: A VIE-TRI, A BUD-SER, F TRI-ALB
FRANCE: F BRE-MID, A MAR-SPA, A PAR-PIC
GERMAN: *A BER HOLDS, *A MUN HOLDS, *F KIE HOLDS
ENGLAN: F EDI-NRG, F LON-NTH, A LPL-YOR
*NOTE: DEFAULT ORDERS; NO ORDERS SUBMITTED.
1)Illegal order. Armies cannot move into a sea.
STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.
(LEWIS)RUSSIA(4/4): V STP, F BOT, V WAR, A LVN, V MOS, A UKR, V SEV, *F RUM
(GOODWIN)TURKEY(3/3): F CON, V ANK, A SMY, *A BUL
(BARTOL)ITALY(3/3): A VEN, V ROM, V NAP, A TRL, F ION
(ROSENZWEIG)AUS/HU(3/3): V BUD, V VIE, A TRI, *A SER, F ALB
(BECK)FRANCE(3/3): V BRE, V PAR, V MAR, F MID, *A SPA, A PIC
(WHITNEY)GERMAN(3/3): A BER, A MUN, F KIE
(CERRETA)ENGLAN(3/3): V EDI, V LON, V LPL, A YOR, F NTH, F NRG
FALL 1901 MOVES ARE DUE OCTOBER 15, 1983.
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DIPLOMACY GAME 6 IS OPENED AND RESERVED FOR NGAP (NORTHEAST GAMING ASSOCIATION PLAYOFF CLUBS). EACH CLUB MUST DESIGNATE ONE CORRESPONDING SECRETARY TO SUBMIT MOVES ON BEHALF OF THE CLUB. ONLY THAT PERSON MAY SUBMIT MOVES, BUT MULTIPLE SIGNATURES OF CLUB OFFICERS IS ENCOURAGED TO AUTHENTICATE THE MOVES.

IN ALL OTHER RESPECTS, THE GAME WILL BE RUN THE SAME AS ANY OTHER PBM DIPLOMACY GAME WITH RESULTS PUBLISHED MONTHLY IN THE GAMER'S 'ZINE.

THE FEE FOR THE GAME IS $8 PER CLUB. ALSO, AT LEAST ONE MEMBER OF THE CLUB SHOULD SUBSCRIBE TO THE ZINE(SEE THE RATES ON PAGE ONE).

One club has signed up for this game so far: MHV GAMES CLUB (Wappingers Falls, NY)
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DIPLOMACY GAME NUMBER 7 IS NOW OPEN. THIS GAME IS RESERVED AS A NATIONAL PLAYER'S GAME. NO MORE THAN TWO PLAYERS FROM THE SAME TELEPHONE AREA CODE WILL BE PERMITTED INTO THIS GAME. INDIVIDUALS INTERESTED IN SIGNING UP FOR THIS GAME SHOULD SUBMIT AN $8 ENTRY FEE TO THE GAMER'S 'ZINE, 27 MARK STREET,

MILFORD, CT, 06460. A SUBSCRIPTION IS NECESSARY TO RECEIVE THE ZINE, BUT NOT OTHERWISE REQUIRED. SEE THE SUBSCRIPTION RATES ON PAGE ONE. THREE PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA)

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DIPLOMACY GAME NUMBER 8 IS NOW OPEN. THIS GAME IS RESERVED AS A LOCAL GAME AND IS OPEN TO ALL PLAYERS IN AREA CODE 203(CONNECTICUT). WHILE NON-CONNECTICUT PLAYERS MAY JOIN THIS GAME, THEY ARE ENCOURAGE TO JOIN GAME # 7 INSTEAD AS THIS GAME WILL INVOLVE PERSONAL AND TELEPHONE CONTACT AMONG CONNECTICUT GAME CLUB MEMBERS AND INDIVIDUALS UNABLE TO MAINTAIN CLOSE PERSONAL CONTACT MAY FIND THEMSELVES AT A DISADVANTAGE. INDIVIDUALS INTERESTED IN SIGNING UP FOR THIS GAME SHOULD SUBMIT AN $8 ENTRY FEE TO THE GAMER'S 'ZINE, 27 MARK STREET, MILFORD, CT, 06460. A SUBSCRIPTION IS NECESSARY TO RECEIVE THE ZINE, BUT NOT OTHERWISE REQUIRED. SEE THE SUBSCRIPTION RATES ON PAGE ONE. NO PLAYERS HAVE SIGNED UP FOR THIS GAME.

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REFUND POLICY - THE GAMER'S 'ZINE will refund the prorata unused portion of any subscription upon request. If you are dissatisfied for any reason, or if you find that a subscription is not in your best interest, you may discontinue your subscription and receive a refund for the asking. A written request is required, a postcard will do. Note that refunds apply to subscriptions only. Games fees are not refundable unless the player withdraws from the game prior to the assignment of countries.

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STANDBYS ARE WANTED - ANY PLAYER CURRENTLY INVOLVED IN A DIPLOMACY GAME IN THE GAMER'S 'ZINE MAY HAVE THEIR NAME PLACED ON MY STANDBY LIST FOR THE ASKING. ANY NONE PLAYER MAY HAVE THEIR NAME ADDED TO MY STANDBY LIST FOR A ONE-TIME CHARGE OF $1. A SUBSCRIPTION IS NECESSARY TO RECEIVE THE ZINE.

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POLITICAL GAME: For some time now, I have been resolved to develop a political game in which the participants can guide a nation to great achievements or to ruin. I am currently involved in the development of a game which will have no tactical aspects whatever. There will be no gameboard, no pieces to manouver; there will be only political policy decisions to make, both domestic and foreign(ie. diplomatic agreements among nations(players)). All other aspects of the game will be adjudicated by a computer simulation which will integrate all of the decisions, and their combined synergistic effects and relate to the players what is happening within their countries and among the varidus countries of the world. To give you an idea how this will work, let us take one decision - POLITICAL DECISION:THE LEVEL OF INDIVIDUAL FREEDOM, VALUE 0-99. 0=martial law, military rule, no individual freedom. 99=anarchy, no laws, "open society". GENERAL EFFECTS: The greater the individual freedom;

the more vigorous your own economic development(domestic policy),
the more effective your own economic influence(foreign policy)
the higher the crime rate,
the lower the probability of civil riots and civil wars,
the more effective foreign political influence and economic influence is on you,
the less effective your own political influence(domestic policy),
the less effective foreign military influence is on you,
the less effective your own military influence(foreign policy).

CHANGE LIMIT: 1 factor per turn, except during WAR, then 10/turn.
Players will only submit changes in policy by indicating an increase or decrease in the relative value of the policy vis a vis the previous level.

Among the various possible political decisions will be included: TAX POLICY, set the general tax rate; DOMESTIC FUNDING(health and welfare), set the percent of the budget spent for this factor; MILITARY FUNDING, set the percent of the budget for this factor; EDUCATION FUNDING, set the percent of the budget for this factor. NOTE:the total percent may exceed 100 or be less than 100, with all the economic consequences thereof. Foreign policy must be set for each other country on three levels: ECONOMIC AGRESSION, POLITICAL AGGRESSION, AND MILITARY AGRESSION. More about this later.

EN GARDE!

NAME	SL	STR	CON	END	EXPERTISE	MA	REGIMENT	MIST	CLUB	CROWNS	FAVORS
Bezukhov	10	10	17	153@	13	2	-	E*	Hunt	1200	2,6,7
Bic	15*	16	12	192	11+4.5r/1c/w	9	Bvt Gen.	G*	BW	7276$	4,9
deLampalle	18	17	8	136	11+8r	10	Bvt Bde Gen.	-	MR	2621	6,7
Diderot	15	16	9	144	13+5.5r	10	Lt Col/GR	-*	BW	9662$	4,2
Dubois	Killed in Action..										R.I.P.
Frontenac	12	16	13	208	8+3.25r	4	Maj/CG	H	Hunt	1033	3,5
Jardin	Killed in Action..										R.I.P.
Lafayette	18*	9	11	99	10+9.25r	6	Fld Mrsl.	K	MR*	4102+	6,6
LeFleur	25*	14	6	84	7+20.75s	6	Col/DG	N	MR	2459	9,7,4,4
Matusse	13	11	15	165	9+3s/1.75r	3	Maj/KM	M	BW	2439	3,6
Terrault	11	13	13	169	8+9s	4*	Lt Col/CPC*	S	RP	1108	2,3,4
Van Rijn	27	13	9	117	18+15.25s/z		Col/CPC	6	MR	68248	9,9,9,9

w +11.25FR(foot racing), +2H(horsemanship), +3M(marksmanship)
z +10H, +10M
$ 1000 cr eaac in Arms & Finance
+ 2000 cr invest. in Commerce

TITLES:
Knight: Bic, Diderot*, Matusse
Baron: deLampalle
Marguis: LeFleur
Duc: Van Rijn*

* indicates a change (Expertise, Crowns, Mention Points and Favors change frequently and, thus, are not marked)
@ indicates a temporary change

MISTRESSES: SL (*=kept, B=beauty, I=Influence, W=wealthy)

Anne-Marie	11	BW	Fifi	6	B	*Katheriné	15		Paulette	11	
Babbette	8	BIW	*Giselle	18	B	Linette	13	W	Quintina	10	IW
Celeste	8	I	*Heloise	13	BW	*Margueritte	14	BW	*Roxanne	18	IB
Desiree	10	IW	Isabelle	9	B	*Natasha	11	IW	*Susette	11	
*Elise	15	I	Josephine	11	B	Olivia	17	W	Theresa	8	BW

MENTION POINTS:

Bic	(7)	Frontenac	6,4,4(1)	Matusse	16,14,14(7)
deLampalle	19,17,17(17)	Lafayette	(5)	Terrault	3, 1, 1(1)
Diderot	24,12,12(10)	LeFleur	(7)	Van Rijn	29, 4, 4(4)

MILITARY APPOINTMENTS:
Diderot: (Div. Adj.)

GOVERNMENT APPOINTMENTS:
deLampalle: Comm. of Pub. Saf(exp. 3/16)
LeFleur: Min. of Justice (exp.12/15)
Van Rijn: Min. of State (exp. 7/16)

Rules Additions, Deletions, Modifications and Clarifications:

1) If any investment becomes insolvent, the King will automatically deduct funds to make the investment again solvent UNLESS the player instructs me to do otherwise or the player character does not have enough crowns to do so in which case sufficient funds to save the investment. If the character may not borrow sufficient funds the investment will be lost.
2) If a character who is trying to steal another's mistress loses a duel to the other character he may not court the mistress in that week.
3) If one character successfully steals another's mistress then the other character will only receive status for having had the mistress if he has been [illegible] in her company before she left him. He will not, however, begin to lose st[illegible] for being without female companionship until the following month.

IMPORTANT!! Since there was no major opposition to the new system proposed in the last Zine for playing this game of En Garde! It will be incorporated immediately. The orders for the Autumn turn will be due by Saturday October 8, 1983 along with orders for any influence to be used, etc. The results of the Autumn turn will appear in the next Zine! Thereafter all orders will be due on the 2nd Saturday of each month. This will allow local players to give me their orders at the meeting of the Connecticut Game Club if they wish. Thank you.

LE GOSSIPE PARISIENNE

JARDIN AND DUBOIS KILLED AT FRONT. VAN RIJN REAPPOINTED TO MINISTER OF STATE, RECEIVES TITLE OF DUKE. BEZUKHOV MAULED BY BEAR BUT SURVIVES.(GP):

The casualty lists have just arrived from the disasterous campaign and among the names are M. Dubois, renowned swordsman and M. Jardin noted citizen of Paris. Mlles. Olivia and Desiree are distraught, shylocks are tearing their hair and M. Van Rijn was heard to mumble something about another bad loan to someone who had to go and get himself killed.

The former Count Van Rijn is now le Duc Van Rijn, receiving the new title along with his reappointment as Minister of State. The King apparently feels that it would not be wise to change his advisors in this time of upheaval. It is said that the Minister is needed in delicate negotiations with Spain.

M. Bezukhov was heard bragging, while in his cups, at Hunter's recently that he could lick anyone and would even fight a bear to prove it. Unfortunately when he suited word to deed he found the beast to to a rather more formidable opponent than he expected. He will be recovering in his apartments during the first week of September but is expected to be back in society thereafter.

STATES GENERAL CALLED. (GP): The Queen Regent has called the States General in an attempt to stop the civil disorder in France. Taxes have been cut to their former level. The people are putting away their pitchforks for the moment.

TREATY WITH SPAIN AND A DOUBLE ROYAL WEDDING (GP): A treaty has been negotiated with Spain (it is rumored that the Cardinal was instrumental in securing the agreement) which will involve uniting the royal families of the two great nations with a royal wedding. Phillip of Asturias will be wed to Elizabeth of Bourbon and our good King Louis will take Anne of Austria as his bride! The wedding will take place in the third week of October in Burgos. There will be contests of horsemanship, marksmanship, foot racing and fencing during that week, in Paris, and the following week there will be a grand ball to welcome the King and his new bride back from Spain. Everyone is invited, Come one, Come all.

Taking a well deserved holiday, the recently promoted Field Marshall, M. Lafayette enlivened Paris society this summer, electing to forego the usual summer campaign. "Paris needs an infusion of new wealth", the Field Marshal was heard to say as he ordered the finest wines to entertain his long time mistress and companion, Mlle. Katherine as they wined and dined at his new club, the Moulin Rouge.

Andre le Bounceur,
Hunter's

The other day on the Champs Elysees, I ran into a kid named Bazuque -- or something like that. He told me -- in very broken french -- that his family had told him to look up the late Baron Dolokhov, who was, unfortunately, dead. Seems the kid's a Russian or Finnish nobleman. Anyway, he was stinking drunk on something he called "petitte eau", whatever that is. I offered him a taste of something a little less toxic 'round at the club. Unfortunately, the appointment of M. deLampalle -- the shoddiest of cowards -- as CoPS makes it imperative that anyone remotely connected with the Cardinal's Guard get out of Paris as quickly as possible. Please give young Bazuque a table along with my apologies. You may extend him up to 50 crowns credit on my tab, provided he spends it only on cognac and Champagne. Keep an eye on this fellow, for he is most impetuous. I heard him challenge "the entire Italian Army" to a duel. I told him that was what Baron Dolokov did.

To the front!
Maj. B.C. Frontenac

If Steve Harris and Greg Berkowitz wish to replace their characters they should send $1.50 to the Gamemaster as each has been in the game over 6 months.

SOURCE OF THE NILE

PLAYER'S LIST: INCLUDES ADDITIONS, DELETIONS AND CORRECTIONS.

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d) Advantages(a)	Nationlty	V P	F P
Jeff Cornett	Viana-do-Castelo Coptic Church of Astrology	Dr. Cornellius Cox	Doctor	Survivality(d)	Portuguese	15	4
David MacRae	The Church of the Water(Unblended) of Life	Alfred H. McGuffin	Journalist	Survivality(d)	Scottish	3	0
Sue Cornett	Paris Museum of Interesting Specimens	Mademoiselle Roxy LaRue	Zoologist	Double Physique(d) Survivality(a) Health(a)	French	4	2
Chuck Holleman	Societe Des Pierres et Choses Neat de Geneva	Orte'go de Dago	Ethnology	Health(d)	Portuguese	0	0
Pam Holleman	The Molasses and Sorghum Pharmaceutical Institute	Dr. Hypo Guy Cemia	Physician	Physique(d) Survivality(a)	French	14	5
Doug Ford	Dublin Ethnological Survey	Prof. Patric William O'Foran	Ethnology	Survivality(d)	Irish	2	1
Lou Cerreta	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzines	Missionary	Survivality(d)	Italian	0	0
	ROYAL ZOOLOGICAL Shes Institut	Humbert					

Players are reminded to submit their next move by S 28, 1983, to THE

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Fall, 1829.

NOTE: ALL items in this column are RUMOR, therefore they are subject to error. No piece of information may be considered accurate until published by the explorer upon return to Europe.

- IN AFRICA -

MADEMOISELLE ROXY LARUE takes her "studs", horses, that is, and heads north from Port Elizabeth into the wilds of Africa, hexes 675->669->661->653. She ends the move in hex 653, just south of the junction of the Orange and Vaal rivers. She is still in the Cape Colony and may trade with the Boers. She must use one gift, of any sort, to gain permission to trade with a Boer village. In this hex muskets sell for 5 gifts, horses for 6 gifts, guides will hire on for 6 gifts and one gift will buy 6 rations. Her hunters provide the expedition with 2 ration this turn.

Dr. CORNELLIUS COX reaches the mouth of the Limpopo river this turn, hex 613 which is veldt. The Limpopo river heads in direction 6 off into the interior of Africa. The trip up the coast has been a good training experience for his crew. He hopes that they have not overtrained and peaked before heading into Africa. He hopes to meet another explorer soon to challenge to race. He may even take on native tribes in practice races to keep his crew in shape.

Prof. HUMBERT spends this turn attempting to discover a way out of hex 471. His hunters provide the expedition with 3 rations each. He spends most of the turn staring off into the distance dreaming of better days.

DOCTOR HYPO GUY CEMIA discovers that he has not visited this tribe before on his trek into the desert. The good doctor, still in a haze induced by the lack of sugar, does have the presence of mind to offer the chief of Fulah all his goods. The Chief does not know what to do with the Camels, but accepts them and gives the good doctor 15 gifts in return, and permission to treat the tribe. The good doctor sucessfully treats some minor cases, but the witch doctor attempts to poison him. The attempt fails. This is worth 1 VP and the tribe attitude is +1 now. The good doctor may buy rations for one gift each. Boarers hire on for 5 gifts, guides for 3 gifts,

He may also buy Camels, newly acquired, for 5 gifts each. His Askaris provide the expedition with rations.

Rumors grow stronger that a crazed white man, strongly resembling ORTE'GO DE DAGO, is wandering down the Ogove river heading for Calabar, and that he is now in hex 210. If this is true, this man will arrive in Calabar next turn.

Confirming the fact that Africa is one large mountain range, ALFRED H. McGUFFIN follows the river source he discovered in the mountains last turn, in direction 5 into hex 429, which is(of course) more mountains! The highest peak in this hex is 11,200 ft. and the river follows in direction 4 into hex 446. His hunters each provide the expedition with 3 rations apiece, preventing starvation for another turn.

Prof. O'FORAN, preparing to move West across Africa, is unable to move this turn because his bearers refuse to leave camp after observing bad omens. He is forced to kill a camel this turn to feed the expedition.

After praying for several days, GUIDO VITTORIO SCONZINESE decides the best course of action is to follow his river, still believing that it will lead him to the mouth of the Nile. He ventures into hex 228, which is another veldt hex. The river now turns in direction 4 into hex 250. The fact that he encounters nothing of importance confirms his belief that this is the way to go.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns Lost	ride Mount	pack Mount	Cmls
Cox	6	16	1	2	93	50	4	613	0	0	0	0
McGuffin	13	0	0	0	6	0	0	429	0	0	0	0
LaRue	5	3	1	0	150	20	3	653	0	10	4	0
O'Foran	0	2	0	0	0	0	0	168	1	0	0	4
Dago	0	0	0	0	0	0	1	210	0	0	0	0
Cemia	2	1	1	0	0	15	0	95	0	0	0	0
Sconzinese	0	0	0	0	7	0	1	228	0	0	0	0
Humbert	6	5	0	0	2	27	1	471	1	0	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe
2	O'Foran	211	31 Rations
3	Dago	260	1 Canoe, 1 Gift
4	McBuns	182	1 Canoe
5	Twombly	523	2 Canoes, 17 Gifts
6	Twombly	521	20 Rations
7	Humbert	452	20 Gifts, 5 Rations, 2 Muskets
8	Humbert	471	15 Gifts, 4 Rations
9	McGuffin	431	1 Canoe, 16 gifts, 1 Musket

Newly Published Hexes

Hex	Terrain	Features	river direction	Publisher
None this turn				

Players are reminded to submit their next move by October 12, 1983, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT.,06820